Figure 1. A Schematic Diagram of the VR Responsive Workbench
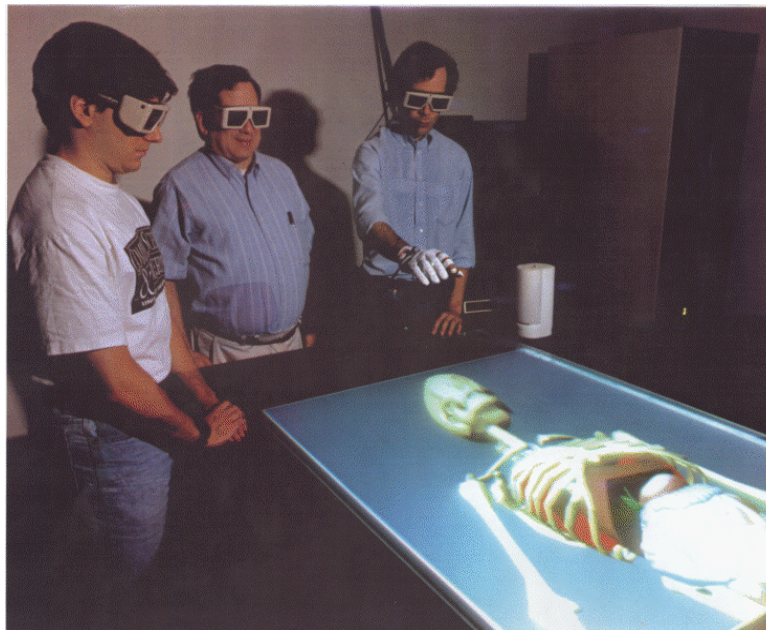

Figure 2. A Medical Application on the Workbench. Both gesture recognition and speech recognition are used to interact with the virtual patient.
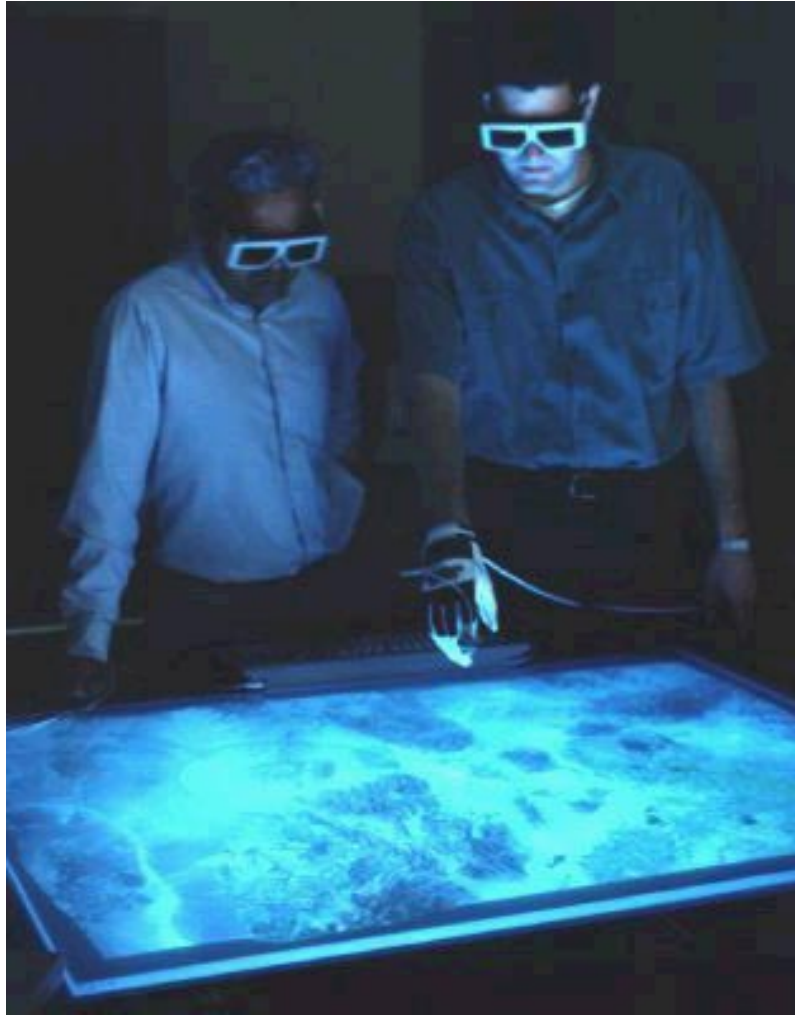
Figure 3. NRL's VR Lab personnel study battlespace terrain for an ONR-sponsored Command & Control research project.
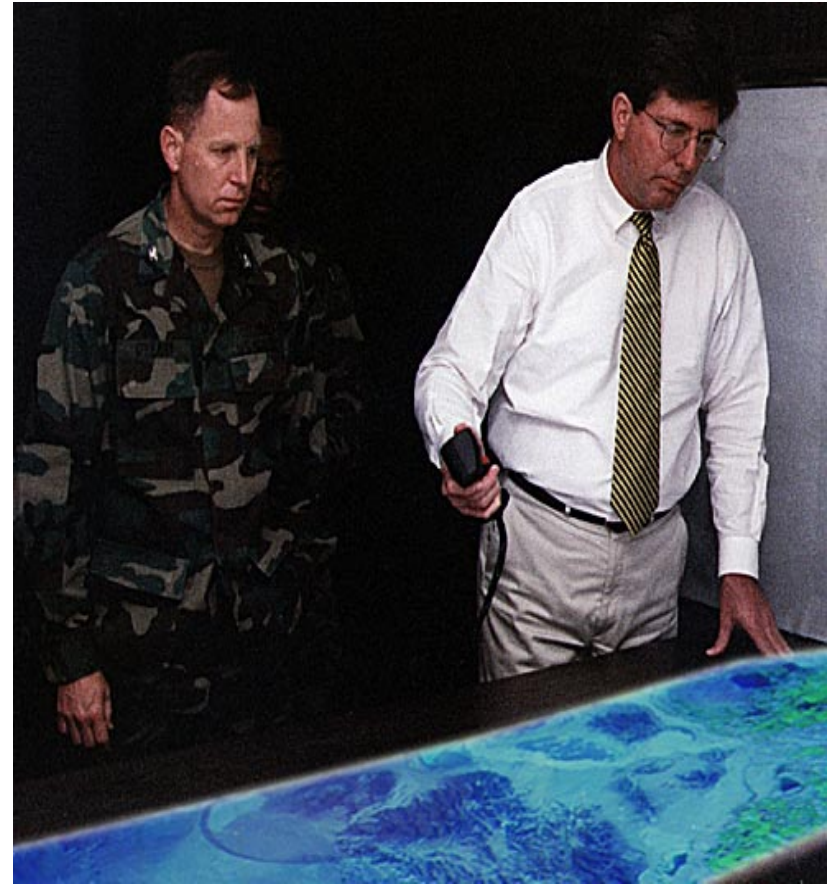

Figure 4. Special Purpose Marine Air Ground Task Force (Experimental) Commanding Officer Col. Tom O'Leary receives training on the Workbench at the Enhanced Combat Operations Center in preparation for the Hunter Warrior exercise for Sea Dragon.
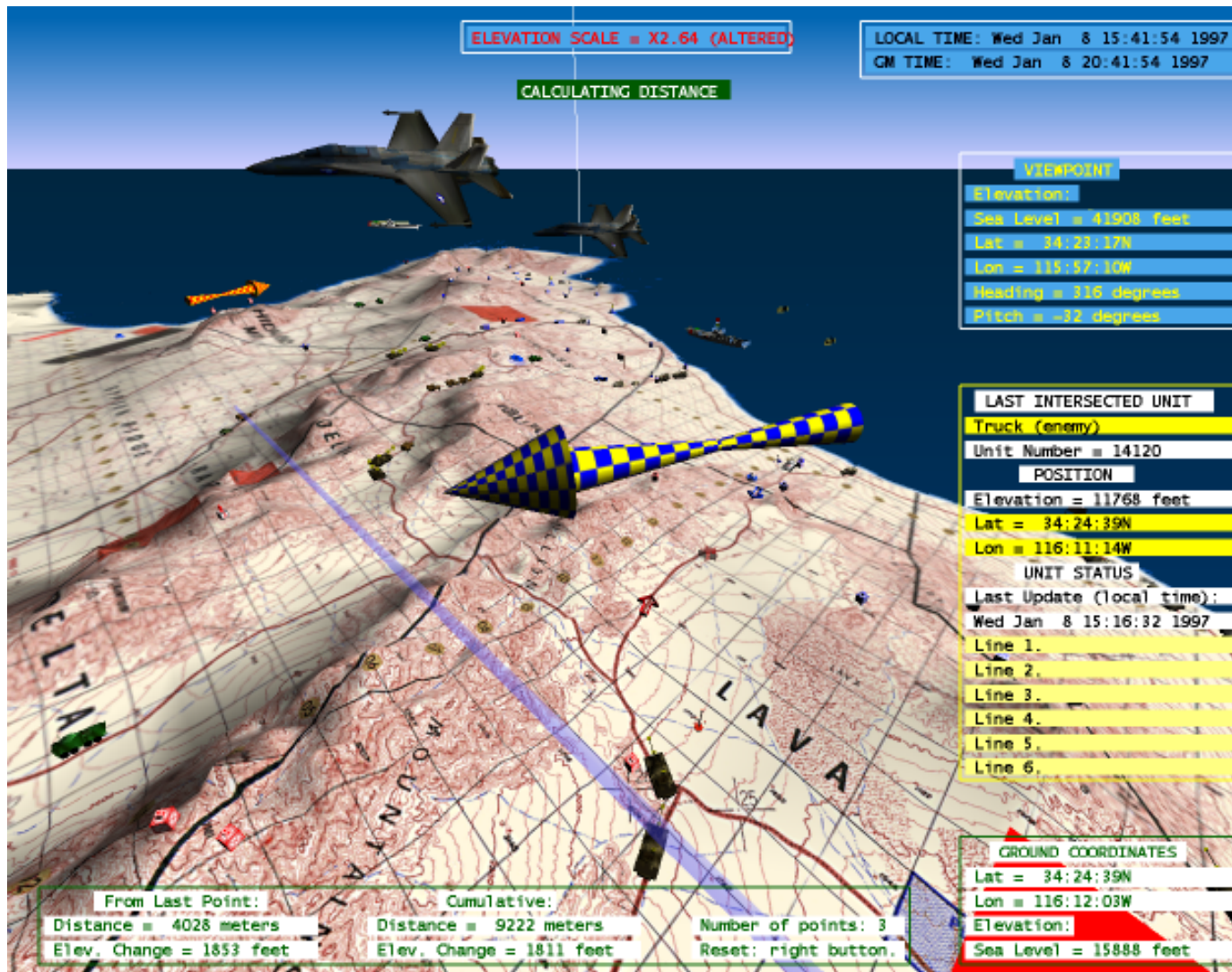
Figure 5. Icons are overlaid atop the terrain along with textual information. The image seen appears in 3D on the Workbench.
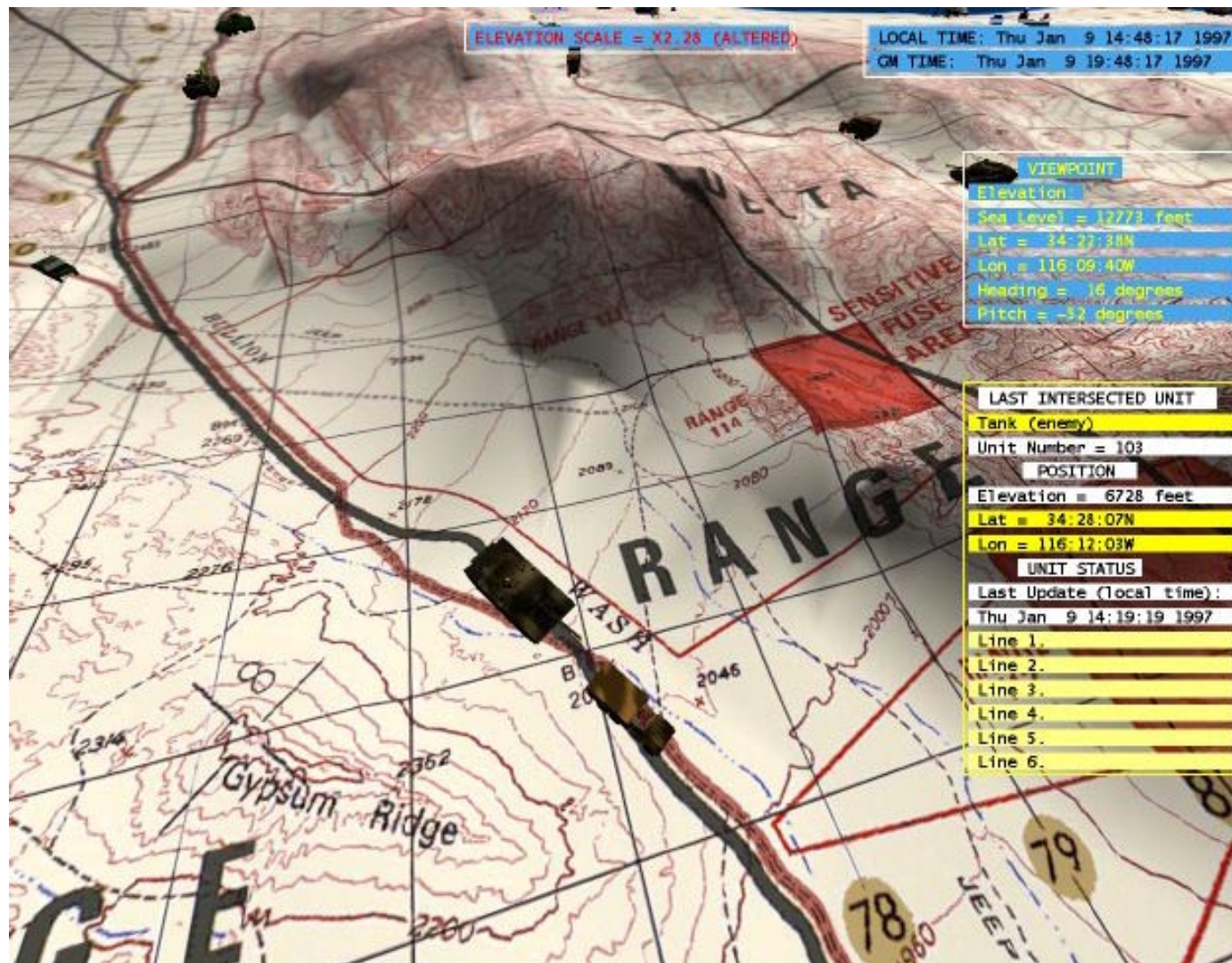
Figure 6. An example of the high resolution obtainable with clip texture mapping techniques.